

A M E N D M E N T**Clean Version**

Please amend the above-identified application as follows:

IN THE CLAIMS:

Please **REPLACE** Claims 38, 48-49, 52-54 and 59 as follows:

38. (AMENDED) A method for directing a computing device to conduct a game of chance, the method comprising the steps of:

generating a representation of a card having a first class;

displaying the representation of the card, thereby displaying an indicia of the first class;

and

displaying an indicia representing forthcoming expiration of the first class corresponding to the representation of the card.

48. (AMENDED) A method comprising:

generating a first subject game element having a first class;

displaying the first subject game element at a first location, thereby displaying an indicia of the first class;

in response to expiration of a period of time, assigning a second class to the first subject game element;

displaying the first subject game element at a second location, thereby displaying an indicia of the second class;

generating a second subject game element having a third class;

before the expiration of the period of time, displaying the second subject game element at the first location, thereby displaying an indicia of the third class.

49. (AMENDED) The method of claim 48, further comprising:

receiving a placement signal;

in which displaying the first subject game element at the second location comprises:

62 displaying the first subject game element at the second location based on the placement signal.

10 52. (AMENDED) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location;
displaying an indicia representing forthcoming expiration of the subject game element;
and
receiving a signal via a lock button, the signal effective to prevent the subject game element from expiring.

11 53. (AMENDED) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location;
displaying an indicia representing forthcoming expiration of the first class; and
receiving a signal via a lock button, the signal effective to prevent the first class from expiring.

12 54. (AMENDED) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location;
displaying an indicia representing forthcoming change of the subject game element; and

23 receiving a signal via a lock button, the signal effective to prevent the subject game element from changing.

1 59. (AMENDED) A method comprising:

generating a subject game element having a first class;

displaying the subject game element at a first location, thereby displaying an indicia of the first class;

84 receiving from a player a placement signal that indicates a second location;

displaying the subject game element at the second location;

displaying an indicia representing forthcoming expiration of the subject game element;

and

in response to expiration of a period of time, erasing the subject game element.